

CDC 2.0:

Increasing the Impact of CDC's Science



Janice R. Nall July 17, 2008





Coordinating Center for Health Information and Service
National Center for Health Marketing



Illustrated calender and tips for a healthy 2007...



Find It Fast

SEARCH

A-Z Index

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z #

Top 20 at CDC.gov

Immunizations

BMI (Body Mass Index)

STDs (Sexually Transmitted Diseases)

Quitting Smoking

Avian Flu (Bird Flu)

HPV (Human Papillomavirus)

News and Events



Federal Offices are closed on January 2nd to remember President Ford

- What happens to my FOIA request?
- » All CDC News

Press Room

Conference and Events

N RSS

Podcasts

CDC Tag Cloud

Get Email Updates

» More Tools and Resources

A Year of Health

West Nile

World AIDS Day

Children's Health

Research at CDC

DATA AND STATISTICS

Public Water Supply (PWS)

» All Data and Statistics

Emerging Infectious Diseases

Morbidity and Mortality Weekly

Preventing Chronic Disease e-

Tools & Resources >>

Publications

water

Report

Journal

Contact Us

populations receiving fluoridated

Health and Safety Topics

Life Stages

Minorities ...



Diseases and Conditions

ADHD, Birth Defects, Cancer, Diabetes, Fetal Alcohol Syndrome, Flu, Hepatitis, HIV/AIDS, STDs ...

Pregnancy, Infant & Child,

Women, Men, Seniors,

Environmental Health



Healthy Living

Exercise, Bone Health, Genetics, Immunizations, Nutrition, Sexual Health, Smoking Prevention ...

GO>>



Injury, Violence, and Safety

Car Crashes, Falls, Fires, Food Safety, Poisoning, Suicide ...



Destinations, Travel Vaccinations.



Travelers' Health

Outbreaks, Yellow Book ...



Emergencies and Disasters

Lead, Mold, Water Quality ...

Air Pollution, Carbon Monoxide,

Bioterrorism, Chemical & Radiation Emergencies, Mass Casualties, Severe Weather, Outbreaks ...



Workplace Safety and Health Chemical Safety, Construction,

Mining, Office Environments, Respirators ...

About CDC

- Contact Information
- Funding / Grants
- Employment
- » More About CDC

- Healthy People In Healthy Places

· Healthy People In Every Stage of Life

- · People Prepared for Emerging Health Threats
- · Healthy People In a Healthy World

CDC For You

- Researchers
- Media
- Students and Educators
- Public Health Professionals
 Healthcare Providers
 - Partners
 - · Policy Makers
 - Businesses

FOIA | Accessibility |

Listen - MMWR: Podcast Epis

Podcasts/RSS Feeds

» More Publications

Public Health Image Library (PHIL)

BMI (Body Mass Index) Calculator

Home | Policies and Regulations | Disclaimer | e-Government | SAFER · HEALTHIER · PEOPLE"

Centers for Disease Control and Prevention, 1600 Clifton Rd, Atlanta, GA 30333, U.S.A. Tel: (404) 639-3311 / Public Inquiries: (404) 639-3534 / (800) 311-3435







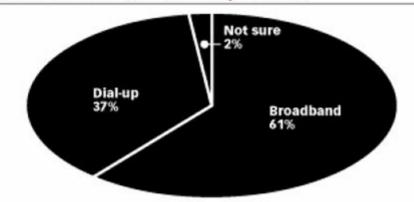
Internet Users

- Currently, three-fourths of adults use the internet on at least an occasional basis;
 - Of these users, nine out of ten have an internet connection at home.
- Among adults with a home internet connection, about threefourths have a high-speed connection
 - Only one in four still using dial-up.
- 188 million Americans went online in 2007.

A snapshot of internet adoption in the United States Broadband at home Dial-up connection 15% Internet Users Connection type not specified (71% of all adults) Use internet at work only Use internet in location other than 2% work or home Do not use a computer at work, 27% Non Users school, home or elsewhere (29% of all adults) Have access to a computer, but do 2% not use internet or email

Source: Pew Internet Project February-March 2007 survey of 2,200 adults; 966 were home broadband users

US Online Households, by Access Technology, December 2005 (as a % of respondents)



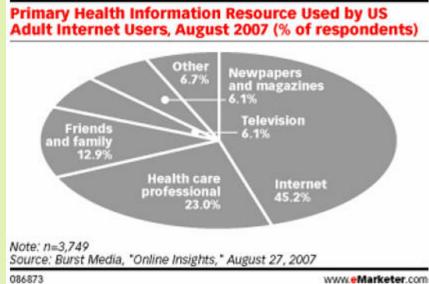
Source: Ipsos Public Affairs commissioned by Associated Press, December 2005

069146 @2005 eMarketer, Inc.

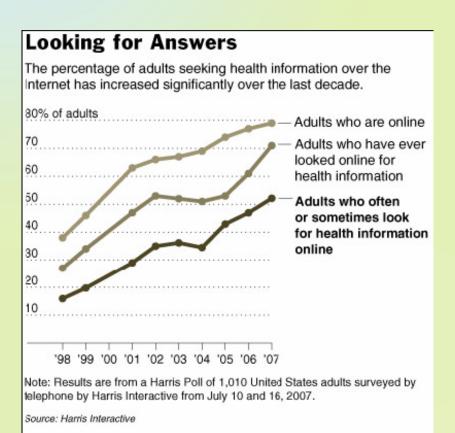
www.eMarketer.com

Online Health Seekers

- 66% of health seekers began their last online health inquiry at a search engine;
- 27% began at a health-related Web Site.
- 72% visited two or more sites during their last health information session.
- 53% of health seekers report that their most recent health information session had some kind of impact on how they take care of themselves or care for someone else
 - The impact was most deeply felt by internet users who had received a serious diagnosis or experienced a health crisis in the past year.



Online Health Seekers



- 15% of health seekers say they "always" check the source and date of the health information they find online
- 75% of health seekers say they check the source and date "only sometimes," "hardly ever," or "never,"
 - This translates to about 85 million Americans gathering health advice online without consistently examining the quality indicators of the information they find.

Feelings towards online health information

- •3 out of 4 say they felt **reassured** that they could make appropriate health decisions.
- More than half say the online health information they found on their last search made them feel confident, relieved, comforted or eager to share.
- One in four felt overwhelmed.
- •1 in 5 found they were **frustrated or confused** by a lack of information or an inability to find what they were looking for online
- •1 out of 10 said they were **frightened** by the serious or graphic nature of the information they found online.

Health Seekers: Mostly reassured, some overwhelmed				
Feelings About Last Health Search	All Health Seekers	Health Seekers with HS Diploma or Less	Health Seekers with College Degree	
Reassured that you could make appropriate health care decisions	74%	77%	72%	
Confident to raise new questions or concerns about a health issue with their doctor	56	54	57	
Relieved or comforted by the information they found online	56	64	53	
Eager to share their new health or medical knowledge with others	51	57	45	
Overwhelmed by the amount of information they found online	25	33	20	
Frustrated by a lack of information or an inability to find what they were looking for online	22	27	18	
Confused by the information they found online	18	24	15	
Frightened by the serious or graphic nature of the information they found online	10	13	8	

Source: Pew Internet & American Life Project August 2006 Survey. Margin of error for health seekers (N=1,594) is +/- 3%. Margin of error for comparing education categories is +/- 6%.

Web 2.0





























































How many U. S. adults use the internet at least occasionally from any location (work, home, other)?

A)40%

B)62%

C)71%

D)82%

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D)82%

Source: Pew Internet and American Life, 2007

What percentage of online consumers are exposed to media created by other consumers that could influence their use of drugs and other medical products/services?

- A) 12%
- B) 20%
- C)36%
- D)51%

What percentage of online consumers are exposed to media created by other consumers that could influence their use of drugs and other medical products/services?

A)12%

B)20%

C)36%

D)51%

Source: Jupiter Research 2007

How many U. S. young adults (18 – 29 years) send and receive text messages on their mobile phones?

A)25%

B)36%

C)51%

D)65%

How many U. S. young adults (18 – 29 years) send and receive text messages on their mobile phones?

A)25%

B)36%

C)51%

D)65%

Source: Associated Press, 2006

How many U. S. adults own a mobile phone?

A)50%

B)65%

C)85%

D)92%

How many U. S. adults own a mobile phone?

A)50%

B)65%

C)85%

D)92%

Source: Ingenio, 2007

How many U. S. adults own a land line/home phone?

A)65%

B)71%

C)85%

D)92%

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A)65%

B)71%

C)85%

D)92%

Source: Ingenio, 2007

How many eCards were sent in December, 2006?

- A)4 million
- B)16 million
- C)33 million
- D)45 million

How many eCards were sent in December, 2006?

A)4 million

B)16 million

C)33 million

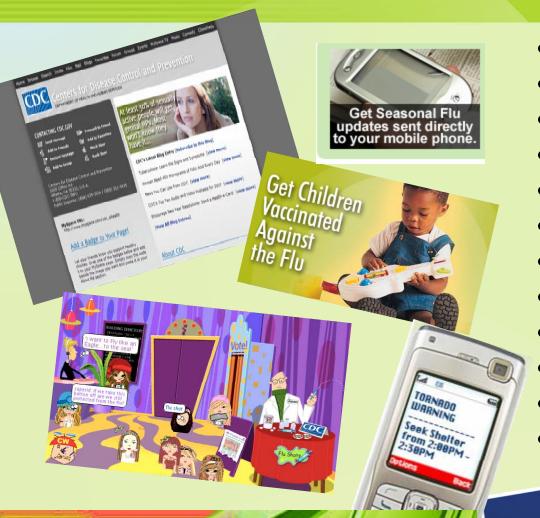
D)45 million

Source: Media Matrix, 2007

Four Guiding Principles: CDC.gov

(and other eHealth products/services) will be...

- 1. Research-based Decisions about CDC.gov (architecture, navigation, terminology, graphical interface, etc.) will be based on data, not opinions.
- User-centered CDC.gov will be based on users' needs and wants, developed with continuous user input, and tested with users.
- 3. Performance-driven Success will be measured in quantitative and qualitative improvements in user performance and user satisfaction.
- Collaboration-rich CDC.gov must be developed with and supported by CDC's Web community.



- Mobile Applications
- Social Networks
- Blogs
- Gadgets/widgets
- eGames
- Virtual Worlds
- Podcasts/RSS
- User Generated Content
- Social Bookmarking
- eCards
- Image Sharing Sites
- Mashups

Texting4Health Conference

Using SMS to Motivate Behavior Change

Why Do We Care about Social Media?

- CDC should be (<u>must be</u>) where people are
- Increasingly, people are using (are in) social media
- Social Media attributes relevant to health marketing:
 - Facilitates interactive communication and community
 - Increases the dissemination and potential impact of CDC's science
 - Leverages unique characteristics of emerging channels (user engagement, user-generated content, voting, mapping, etc.)
 - Reaches diverse audiences
 - Allows tailored communications/marketing
 - Has potential to empower users to make healthier and safer decisions

Supports User Engagement/ Participation

Using Interactive Games to Improve Health:

CDC's Strategic Look at eGames

CDC in MySpace

We are pleased to invite you to participate in an upcoming meeting: CDC's Strategic Look at eGames. CDC has been examining egame trends, games for heal interactive games. We need your input into ways that we can inc addressing CDC's misson of protecting and promoting health. Please join us for this small, invitation-only event where external e to provide insight on the intersection between games and health an games and/or develop new games to motivate and support health b of the meeting, we will ask you to contribute to a "Think Tank" in y generated there will be presented and explored further at the meet

In addition to the invited external experts, CDC representative marketing, technology and innovation, strategic communications, participate in the meeting and discussions.

At the conclusion of the meeting, attendees will be asked to ide CDC can use egames for public health. Soon after the meeting, a attendees and detailing the presentations and discussion themes to the general public via the CDC.gov Web site (http://www.cdc.go

Meeting Information

Dates/Times: Thursday, June 21, 2007; 8:30 am - 4:30 pr Friday, June 22, 2007; 8:30 am - 12:30 pm

Location: Centers for Disease Control and Prevention

Roybal Campus, Building #19 1600 Clifton Rd, NE

Atlanta, GA 30329

Accommodations*: Emory Conference Center Hotel (404-712-"CDC Games Event" when making your res

*External Meeting attendees will receive an honorarium

We hope you can join us. Feel free to contact us with any questions May 18, 2007, to Erin Edgerton: EEdgerton@cdc.gov.

Erin Edgerton

Erin Edgerton, co-chair

Content Lead, Interactive and New Media Media Researcher E-Health Marketing Division National Center for Health Marketing

Coordinating Center for Health Information and Service Centers for Disease Control and Prevention (404) 498-2237

EEdgerton@cdc.gov http://www.cdc.gov/healthmarketing/

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Centers for Disease Control and Prevention

CONTACTING CDC.GOV

- Send Message Forward to Friend
- Instant Message +‱ Add to Group Rank User

Centers for Disease Control and Prevention 1600 Clifton Rd.

Atlanta, GA 30333, U.S.A. 1-800-CDC-INFO

Public Inquiries: (404) 639-3534 / (800) 311-3435

MySpace URL:

http://www.myspace.com/tlahayecdc

CDC Health-e-Cards

Send an electronic greeting card to friends, family, co-workers!





At least 50% of sexually active people will get genital HPV. Most won't know they have it...

CDC's Latest Blog Entry [Subscribe to this Blog]

At least 50% of sexually active people will get genital HPV. Most won't know they have it. (view more)

School Violence: Tips For Coping With Stress (view more)

Test Your Knowledge: Health and Safety Online Ouizzes (view more)

[View All Blog Entries]

About CDC

Infectious disease, global climate change, terrorism, an aging population, e-coli, obesity, heart disease, cancer, injury and disability -- CDC, the nation's premier public health agency, is





This meeting is sponsored by CDC's National Center for Health Marketing and Office of Strategy and Innovatio

Debra Lieberma

Department of Com

University of Califor

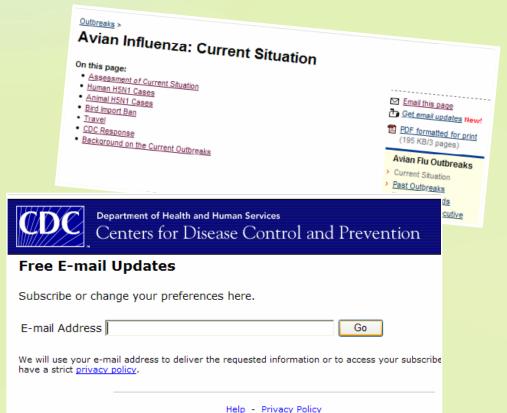
(805) 569-3214 (hor

lieberma@isber.ucsb.edu

http://www.comm.ucsb.edu/lieberman_flash.htm

Supports User Preference on Presentation

Audio/video, mobile, patient/health professional versions, multi-language, large text, forms vs. wizard format, context, accessible versions, maps, and more...



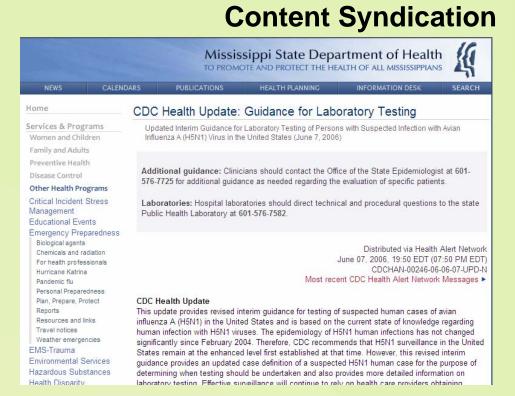




Supports User Personalization/ Customization

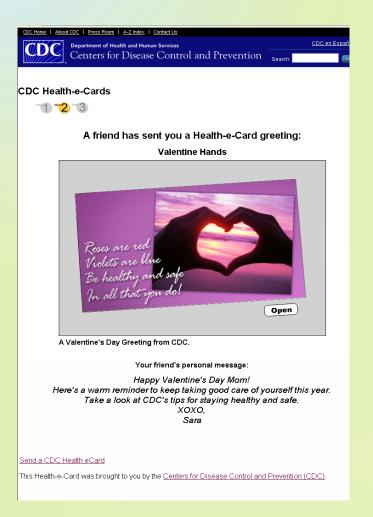
Widgets - Mini-applications easily used on a desktop/ personal page...constantly updated with info users want





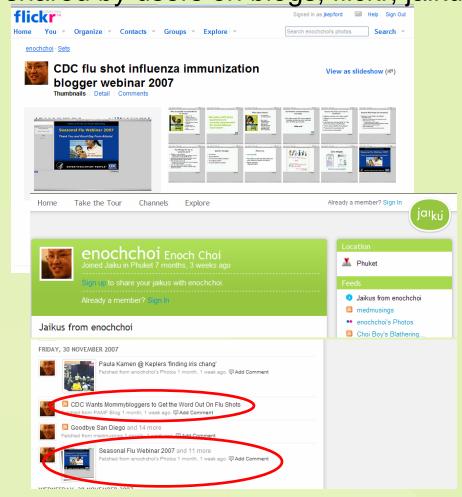
Tailoring Workshops – Fall 2008 - teaching CDC health marketers how to tailor health information and interventions by age, gender, literacy levels, and other variables (University of Michigan)

Supports Viral Sharing by Users



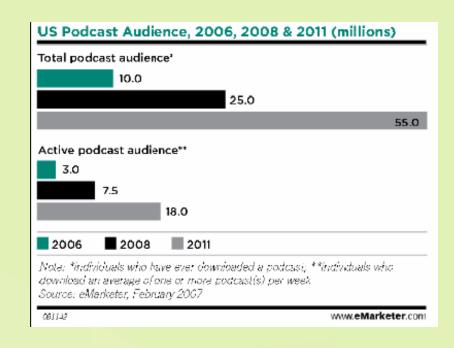
eCards shared with family, friends, co-workers

Webinar for Mommy Bloggers – info shared by users on blogs, flickr, jaiku



Podcasts

- About 12% or 17 million Americans —having downloaded a podcast at least once.
- Podcast users tend to be male, young, and educated.
- People between 35 and 54 years of age make up about half of those who use podcasts.



eMarketer estimated that podcast use in the U.S. is expected to grow to exceed 20 million and may go higher, to as high as 80 million, by 2010.

Podcasts

- Use of Facemasks and Respirators During an Influenza Pandemic
- Climate Change: Science, Health and the Environment
- 5 STD Treatment Guidelines, 2006
- 5 MMWR Safe Drinking Water
- 5 Healthy Places
- **5** Working with Stress
- 尽 History of Bioterrorism
- 5 Coping with Traumatic Events



eCards

eCards, up 15 percent overall (December 2006) to 45.1 million visitors.

- AmericanGreetings.com had 12 million visitors
- Hallmark.com had 8.1 million visitors (up 24 percent)
- Evite.com had 7.3 million visitors (up 4 percent).
- 123Greetings.com was the Web's second fastest gaining site overall, rising 82-percent to 7.1 million visitors

http://www.comscore.com/press/release.asp?press=1177

CDC Health-e-Cards







Older Adults

Older Americans

Living Beyond Cancer







Boating Safety

Safe Boating



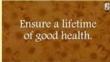




Colorectal Screening

It's our turn!

It's their turn!









Daily Steps for Health Mother's Day Choices

Data Users Conference







Super Mom

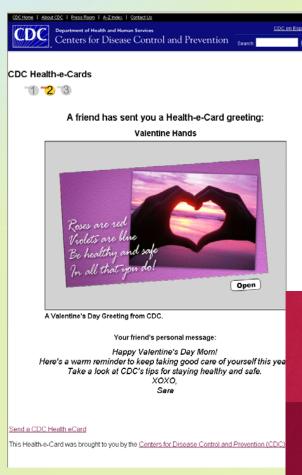
Healthy Parenting

Parents and Health

Total CDC Health-e-Cards sent 2/14/07 – present: **28,137**



eCards



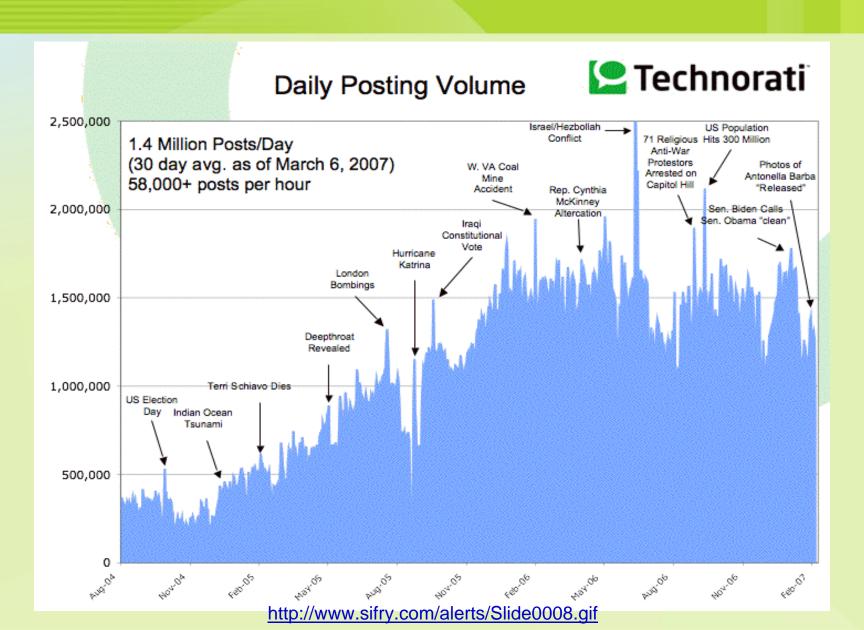




"Blogs are not necessarily important individually, but in aggregate they are massively powerful.

The 'blogosphere'
pulls together what
millions of talented
people around the
world are discovering
and thinking..."

Ross Dawson, Jan 17 2007

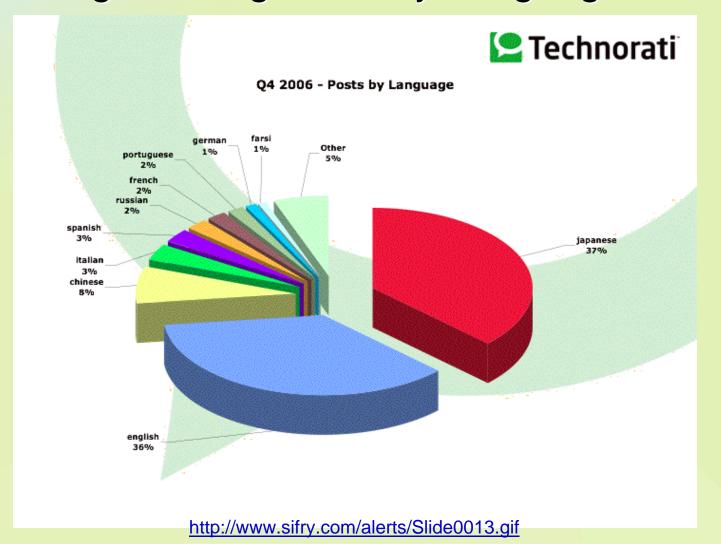


- Technorati, an internet search engine for blogs, recently tracked over 112.8 million weblogs worldwide.
- Technorati also reported that there are over 175,000 new blogs (that's just blogs) every day.
- Bloggers update their blogs regularly to the tune of over 1.6 million posts per day, or over 18 updates a second.

Bloggers by the Millions			
Number of American adults who use the internet	147 million		
Number of American adults who read blogs	57 million		
Number of American adults who keep a blog	12 million		

Source: Pew Internet & American Life Project Surveys: January 2006; Feb-April 2006; Nov-Dec 2005 and Feb-April 2006.

Percentage of Blog Posts by Language in 2006



Chronicbabe.com

Online community for younger women with chronic health issues



Diabetes Mine

Straight talk and encouragement for people living with diabetes



Mark's Daily Apple

Serving up health and fitness insights daily (with a side of irreverence)



Non-Toxic Kids

Helping your kids stay safe, healthy, and smart.



WELCOME TO NON-TOXIC KIDS!

A Word of Welcome-About Non-Toxic Kids-

About the Editor-Contact Non-Toxic Kids-

Advertising Policy-

PREVIOUS POSTS

FRIDAY, MARCH 14, 2008

The Best Cream for Eczema--Finally!

So, okay, sometimes the doctors are right. Really. My almost one year old has had bright red half dollar sized patches on her torso, the backs of her legs, and shoulders for months. When I took her to the pediatrician, they said to use hydrocortisone cream on her (which is a skin thinning steroid cream-- sounds great and harmless!) and Eucerin. I thought, ha! I'll find some natural, botanical, no chemical brand that will work even better.



Webinar for Mommy Bloggers



Now, if we could only convince all of our family in Virginia to get these, th
wouldn't have to go back and visit them anymore (Ha! I kid!).

POSTED BY ANY WAT 9:24 AM & COMMENTS LINKS TO THIS POST

year's pristinely uniformed physician talking heads on

November 29, 2007

- Targeted mommy and daddy bloggers
- 7 bloggers
 participated, 4
 mommy and daddy
 bloggers

6 blog entries written (One blog is in top 500 (#492) of all blogs on the Web)

12 comments on blog posts

Webinar for Mommy Bloggers -

Viral spread through social media

December 14, 2007

Stephanie @ 10:50 am:

Great post! Thanks for your objective and honest remalebout the flu shot or other vaccines, come on over to

Sears* (He's the author of the newly released "Vaccine Book"): http://metropolitanmama.blogspot.com.

9 Comments on It's Not Too Late to Protect Yourself from the Flu ♥ »

December 13, 2007 **a** <u>Jen</u> @ 2:03 pm:

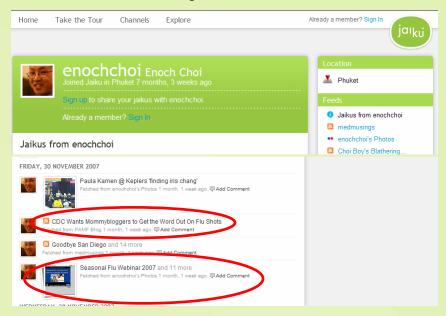
Thanks for the reminder!!! I have been meaning to do that and have put it off!

flickr



October 25, 2007 – January 9, 2008 19 Images posted on Flickr 2,064 total image views While I understand that there is a place for such vaccines as this I don't believe it is warranted for healthy children and families. The CDC is wonderful at using scare tactics to encourage our populace to vaccinate. The drug companies are getting rich on the backs of Americans and their health insurance plans. Don't believe everything the CDC tells you...

jaiku



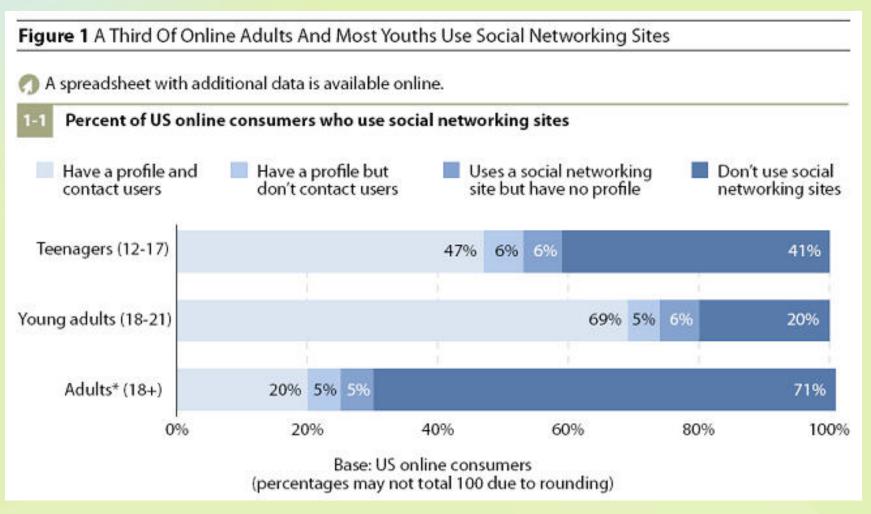
Social Networks

55% of 12 - 17 year old Internet users in the US are a member of an online social network

- Pew Internet Research, January 7 2007



Social Networks



Forrester Research, June 2007

MySpace and Facebook 1010101010

MySpace:

- MySpace ranked as the second- mostviewed Web site in March 2006, and has consistently ranked as a top global site in 2006 and 2007.
- MySpace is one of the most visited U.S. Web sites, accounting for almost 5% of all Internet visits.
- At its peak in June 2007, the site accounted for 7% of all Internet visits.

Average Time Spent per Visitor to the Top Five Social Networking Sites* among US Internet Users, December 2006 & December 2007 (mins:secs and % change)

	December 2006	December 2007	% change
1. MySpace	30:05	29:36	-2%
2. Facebook	09:56	19:51	100%
3. Bebo	29:19	30:24	4%
4. BlackPlanet.com	22:26	25:16	13%
5. Club Penguin	12:00	13:27	12%
Note: *ranked by marke Source: Hitwise as cited	et share of visits I in press release, Ja	nuary 16, 2008	
091524		www.e	Marketer.com

Facebook:

- In the rapidly changing world of social networks, the number of visitors to Facebook has increased steadily.
- It recently ranked as the ninth most popular U.S Web site, accounting for about one percent of all Internet visits.

Social Networks: MySpace



- Launched 11/07
- 5,066 page views
- 468 friends
- •70 profiles including CDC as a 'Top Friend'
- 86 CDC blog entries
- •1791 blog views
- 235,064,759 people in CDC extended network

www.myspace.com/cdc_ehealth

Social Networks – Partnering with...

Caring Bridge

Personalized Web Sites to support and connect loved ones during critical illness, treatment, and recovery



Daily Strength

Comprehensive health network of people sharing their advice, treatment experiences, and support



Social Networks - Partnering with...



profile with:

• Photos

Eavorites

LifeDreams

community

Share your insights with

Oreate my profile

http://www.eons.com/body/feature/mindspirit/the-importance-of-touch/17345

others in the Eons

Groups

Blogs

Social network for the 50+ crowd http://eons.com (in progress)

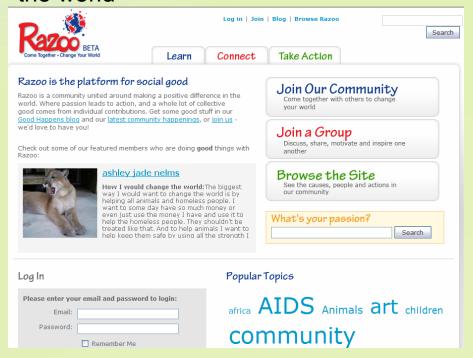


Internet

Social Networks

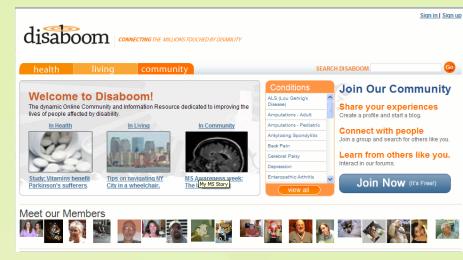
Razoo

Community where users are united around making a positive difference in the world



disaboom.com

Connecting the millions touched by disability



Social Networks

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Facebook



RealMentalHealth.com

Social networking site focusing on mental health treatment and wellness



101010000101110101010101010101010101

Tagging (Social Bookmarking)

- A tag is a (relevant) keyword or term associated with or assigned to a piece of information
 - a picture
 - a geographic map
 - a blog entry
 - a video clip
- Tags are usually chosen informally and personally by item author / creator or by its consumer / viewers / community.
- 28% of internet users have tagged online content. (Pew, 2007)
- On a typical day online, 7% of internet users say they tag online content. (Pew, 2007)

What's popular on CDC.gov

The CDC.gov Tag Cloud is an alphabetized list of the most popular search topics on the CDC.gov website. The text size of the term shows its relative popularity: bigger terms are more popular than smaller ones. Click a term to view a page with more information on the topic.

acinetobacter adhd AIDS anthrax autism bacterial vaginosis bird flu birth defects blastocystis body mass index (bmi) botulism breast cancer breastfeeding bress brucella Campylobacter infections cat scratch fever child development **chlamydia** cholera chronic diarrhea chronic fatigue syndrome *cryptosporidium* cytomegalovirus (cmv) data & statistics dengue fever diabetes diseases ebola e. coli emerging infectious diseases enfermedades environmental health exercise featured articles fetal alcohol syndrome fifth disease floods folic acid food safety runding genital warts (hpv) giardia gonorrhea growth charts hand foot & mouth disease hantavirus head lice heart disease heat stress hepatitis herpes histoplasmosis hpv hurricanes influenza jobs lead poisoning leptospirosis life expectancy lyme disease malaria meningitis (bacterial & viral) methicillin resistant staphylococcus aureus (mrsa) mmwr mold norovirus nutrition **obesity** outbreaks pelvic inflammatory disease (pid) pictures pinworm podcasts publications g fever rabies ring worm rocky mountain spotted fever rotavirus salmonella scabies scarlet fever science research sexually transmitted diseases (stds) shigella shingles smoking & tobacco use stroke syphilis toxoplasmosis toys & lead safety travelers' health trichomoniasis tuberculosis (tb) typhoid fever vaccines & immunizations varicella west nile virus

Web Sites that Use Tags

- del.icio.us A social bookmarking site that allows users to bookmark many sites and then tag them with many descriptive words, allowing other people to search by those terms to find pages that other people found useful.
- Flickr A service that allows users to tag images with many specific nouns, verbs, and adjectives that describe the picture. This is then searchable.
- Gmail A webmail site that was one of the first to allow categorization of objects using tags, known as "labels" on emails
- <u>Technorati</u> A <u>weblog</u> search engine
- <u>Last.fm</u> A social music Web Site that allows users to tag artists, albums and tracks

Social Bookmarking: User-generated Tags





Online Public Engagement



-Dialogue Panelist

Elements of WebDialogues

Website. WebDialogues reflects the look and feel of the host organization. The website includes a discussion agenda, selected online library resources.

Pan Flu Vaccination Prioritization Web Dialogue –

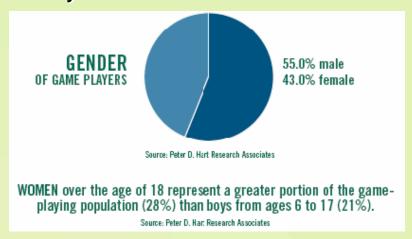
- Dec 4 − 6, 2007
- 443 participants
- Participants agreed that this was a good format for discussing health policy issues:
 - 35% strongly agreed
 - 30% moderately agreed
 - 15% slightly agreed

/1010000101110101010101010100010101 10101000010111010101010101000101011111

eGames

	Casual	Core	Hardcore
Demographics	Skews female and older, 35+	Split gender, average age 25-35	Mostly male, skewed younger, <35
Example games	Bejeweled, Hearts	Roller Coaster Tycoon, The Sims	Halo, Half-Life
Gameplay habits	Long online play periods, often divided into small game sessions. Pick up and drop games multiple times per day. Community and competition are key drivers for multiplayer games.	Driven primarily by titles, may play a single game for long periods of time, typically single-player. Community may be important.	May purchase many titles per year (10+), playing games as primary form of entertainment. Community often unimportant.
Preferred genres	Word, puzzle, card	Simulation, racing, education	Action, strategy
Primary distribution channel	Online	Retail (some online)	Retail
Share of total PC gaming revenues	10%	60%	30%

- Women make up the majority of Casual gamers
- Mobile games are predicted to generate \$1.5 Billion in 2008.
- The average player in the U.S. is 30 years old.
- About one in five U.S. gamers are 50 years old and older.





eGames

Escape from Diab -

http://www.escapefromdiab.com/

NIH funded game created in collaboration with Children's Nutritional Research Center of Baylor College of Medicine to help prevent childhood obesity and Type II diabetes



Dance Dance Revolution as "exer-gaming" in high schools http://www.youtube.com/watch?v= x5YROvohvvl



Northern Illinois University students learn principles of mechanical engineering by playing video games

http://www.youtube.com/watch?v=LYGw

al-haOM



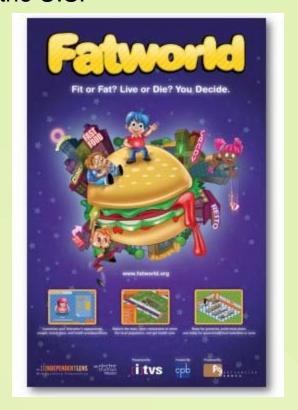
eGames

Doof Gaming meets social networking



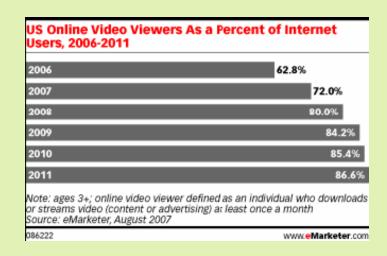
Fatworld

a game about the politics of nutrition...explores the relationships between obesity, nutrition, and socioeconomics in the U.S.



Online Video

- 74% of broadband users with highspeed connections at home and work watch or download video online.
- More than half (57%) of online video watchers share video links with others.
- Online video is expected to supplement rather than replace television.
- Google's YouTube is the most popular video sharing Web Site.
- People download online video to entertain themselves and keep up with current events.



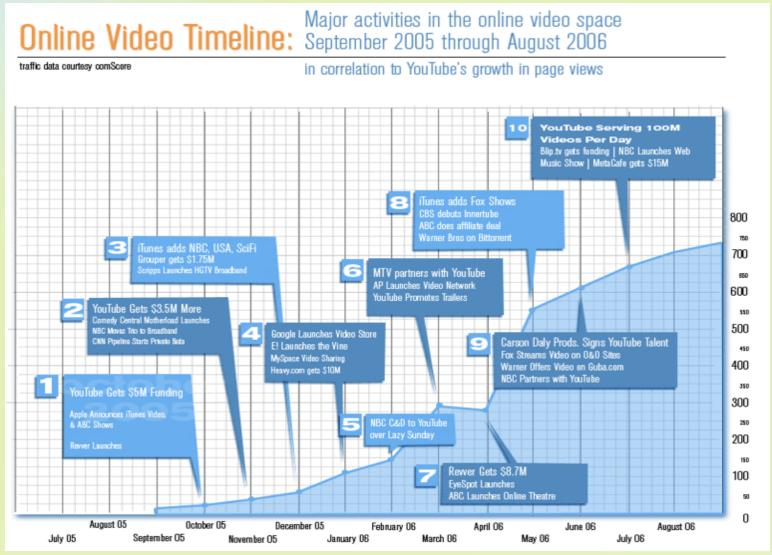
Top 10 Video Sites in the US, Ranked by Unique Visitors, August 2006 & August 2007 (thousands and % increase/decrease vs. prior year)

	August 2006	August 2007	% change
1. YouTube	34,039	56,453	66%
2. Vids.MySpace.com	17,923	16,759	-6%
3. Google Video	13,483	14,450	7%
4. AOL Video	-	13,632	
5. MSN Video	11,984	12,486	4%
6. Yahoo! Video	5,958	11,987	101%
7. Metacafe	2,822	4,151	47%
8. Break.com	2,926	3,954	35%
9. Veoh	663	2,958	346%
10. Atom Films	1,102	1,422	29%

Note: home and work locations Source: Nielsen//NetRatings as cited in press release, September 17, 2007

087508 www.eMarketer.com

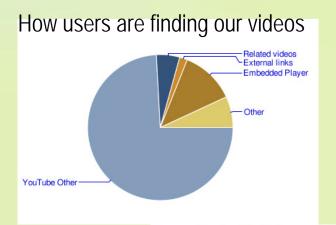
Timeline of Online Video



http://reporter.blogs.com/photos/uncategorized/videotimeline1_3.gif

CDC YouTube Channel

- Currently 11 videos on channel
- Received more than 1,000 views total



Zoom: 5d 1m 3m 6m 1y Max

• Views | June 15, 2008

20

15

10

5

How many times has this video been watched?

http://www.youtube.com/CDCStreamingHealth



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Widgets

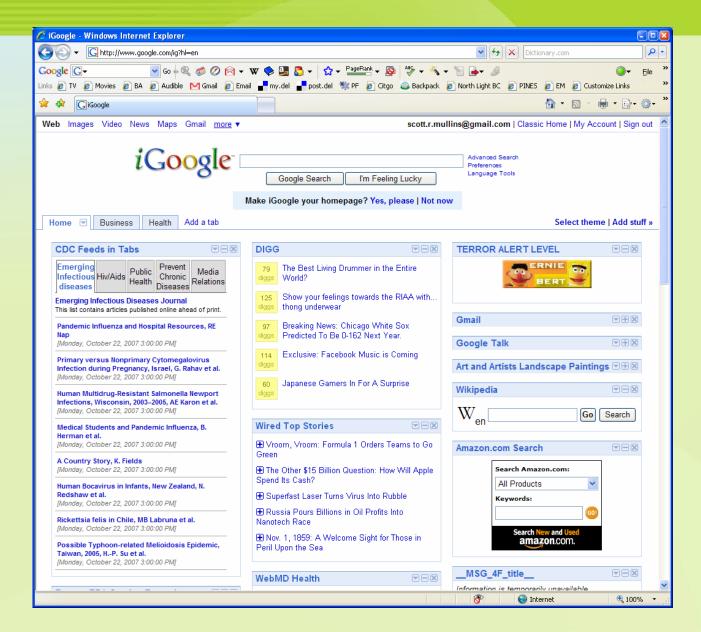
- Mini-applications—also called "gadgets"— easily used on a desktop or personal page...they are constantly updated with whatever information you want.
- "The Google personal homepage (which uses widgets) is the fastest-growing Google product," says Marissa Mayer, the company's vice president of "search products and user experience." "This market is going to be very large."





Source: Newsweek, <u>The Year of the Widget</u>?, December 30, 2006

Google Gadgets/Widgets⁰¹¹¹⁰¹⁰¹⁰¹⁰¹⁰¹⁰¹⁰¹⁰¹⁰¹⁰¹⁰





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Widgets

MyDisease Finder

Search for trusted health care information or specific visual/skin diseases based on body location



Pregnancy Countdown

Count down the days to your due date and show a new image of your baby's development every week



Widgets

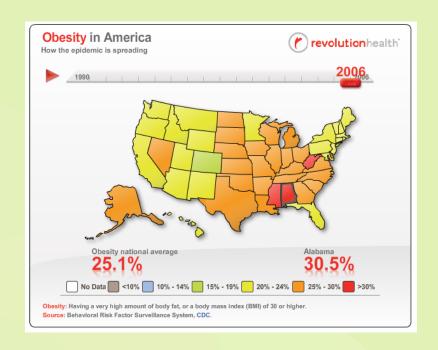
Calorie Counter

Use the calorie calculator to see each meal's calorie details and sum up your daily total



Obesity in America

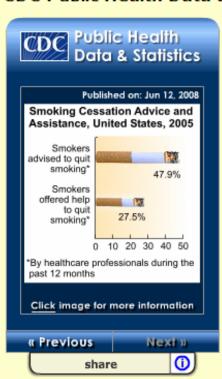
Tracks obesity based on geographical location or year



CDC Widgets

Newly released

CDC Public Health Data and Statistics



Do you know the reported amount of sleep Americans got in 2006 versus 1985? How about the racial breakdown of individuals diagnosed with HIV in 2006? The birthrate of teenagers 15-19 in 2006? The trends in spina bifida in the US from 1991-2005?

This widget provides an easy and convenient way to stay informed of CDC's featured data and statistics information. The widget, which can be placed on any web page, displays current and past data and statistics graphs and allows users to quickly go to the CDC.gov Web site to learn more about each of the graphs presented.

Copy This Code for CDC Public Health Data and Statistics Widget:

```
<object type="application/x-shockwave-flash"
data="http://www.cdc.gov/widgets/datastats/datasta
ts.swf" width="212" height="350" id="cdcDS"
wmode="transparent"> <img
src="http://www.cdc.gov/widgets/datastats/datastat</pre>
```

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Virtual Worlds

Avatars

A computer user's representation of himself or herself, usually a three-dimensional model used in computer games and online virtual worlds.

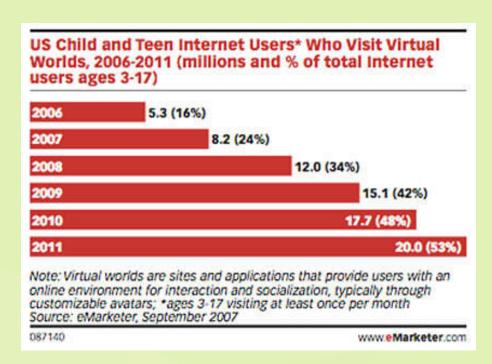


Demographic Profile of US Online Adults Who Have Created an Avatar or Online Representation of Themselves, February-March 2007 (% of respondents in each group)		
Gender		
Male	10%	
Female	8%	
Race/ethnicity		
White	8%	
Black	13%	
Hispanic	16%	
Age		
18-29	19%	
30-49	9%	
50-64	2%	
65+	2%	
Total	9%	
Source: Pew Internet & American Li 2007	fe Project, "Usage Over Time," June 15,	
087212	www.eMarketer.com	

- •Currently 9% of US Online Adults have created an avatar.
- •An estimated 80% of active internet users and companies will have an avatar or virtual world presence by 2011 (Gartner, 2007)

Virtual Worlds

- Immersive/engaging environments
- Encourage active participation in learning
- Allow avatars to 'model' healthy behaviors
- Provide anonymity for seeking health information



- •24% of the child and teen Internet users will use virtual worlds regularly in 2007.
- •34% will participate in virtual worlds in 2008
- •53% will participate in virtual worlds by 2011.

Virtual Worlds

- The virtual world audience is currently heavily fragmented, as various online properties are targeted toward different age groups.
- While virtual worlds are dominated by youth, adults are an important and growing audience.
- For example, nearly 40% of Second Life's worldwide residents are between the age of 25 and 34.

Most Popular Virtual Worlds

	July 2006	July 2007	% change
Webkinz	518	5,274	918%
Club Penguin	1,987	5,006	152%
Neopets	4,078	4,685	15%
Zwinktopia (www.zwinky.com)*	1,423	4,583	222%
Stardoll	1,139	2,318	104%
Nicktropolis	2	2,194	
Disney's Toontown Online	2,412	1,722	-29%
Cartoon Doll Emporium	228	1,715	652%
Gaia Online	504	1,526	203%
BarbieGirls	5	1,140	-
Habbo Hotel	576	898	56%
WeeWorld	-	786	
Kaneva	2	626	
Second Life	157	414	163%
GoPets	2	376	-
Cyworld	5	159	-
There.com	*	156	
Whyville		154	
Virtual MTV		140	
tyGirlz	9	135	
Total Internet: total audience	173,191	180,078	4%

Note: home, work and university locations; *site includes several activities in addition to a virtual world Source: comScore Media Metrix, provided to eMarketer, August 2007

086868 www.eMarketer.com

CDC is participating in Virtual Worlds

- Second Life
- •Whyville









Virtual Worlds - Second Life





Hygeia, the muse of health, becomes Hygeia Philo, CDC avatar.

Virtual Worlds: Second Life



Virtual Worlds: Whyville 2006 Flu

eGames - Whyville 2006



Engaged in learning

20k Whyvillians Vaccinated in 6 wks; 135k visited the CDC Flu Clinic



Empowered as public health advocates



Virtual Worlds - Whyville 2007 Flu

In-World Vaccinations



WhyFlu

November 1, 2007 – January 10, 2008

- 40,919 Whyvillians were virtually vaccinated against the Whyflu
- More than 1800 of those who participated were grandparents

Virtual Worlds - Whyville Virtual Worlds - Whyville



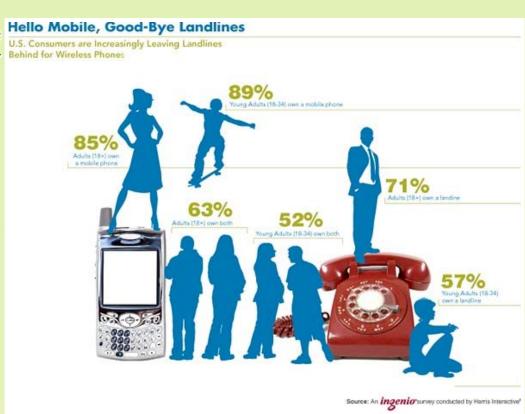
- 380 kids attended the party
- 150 unique questions asked

Sample Questions

- How come some people get the flu even though they are vaccinated?
- Sometimes, don't vaccinations cause you to get sick?
- Can we get more information about vaccinations elsewhere after this?
- How can you prevent getting Whyflu?

Mobile Phone Use

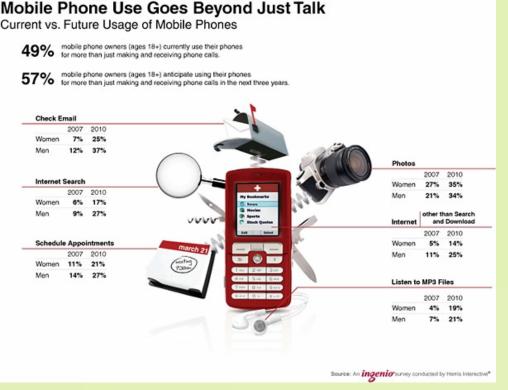
- More adults in the U.S. adults (85%) own a mobile phone, as compared to those (71%) who have a landline or home phone.
- About 200 million text messages are sent on the average day (2007), up from 75 million per day in the same period the year before (2006).
- An estimated 8 million people viewed mobile videos in May 2007
- More than 33 million users accessed the Web via their phones.



Mobile Users



Mobile Use, more than just a phone



Americans would like to be able to use their phones to:

- Use mobile maps: 51 percent
- Send text messages: 48 percent
- Take pictures: 47 percent
- Play games: 34 percent
- Send mobile e-mail: 32 percent
- Use mobile search: 31 percent
- Record video: 23 percent

(From: http://www.technewsworld.com/story/49849.html)

Mobile: KnowlT Campaign

- Collaboration with HBO and Kaiser Family Foundation to encourage HIV testing – as part of World AIDS Day efforts 12/1/07
- Mobile Texting Campaign:
 To encourage users to know their
 HIV status and to locate nearby HIV testing facilities
- Web banner ads, Health-e-Cards, and MySpace badges
- Video podcast and PSAs on YouTube
- With HHS, hosted a webinar for CDC HIV grantees







Mobile: Diabetes Management 101010010111111

- Partnership with Georgia Tech University, CDC's Diabetes Team, and CDC's eHealth Division to study the use of a glucometerintegrated mobile phone
- Glucometer readings available on a collaborative Web site for discussion by the diabetes patient and diabetes educator
- Preliminary study results indicate participants improve their ability to effectively reflect on diabetes management

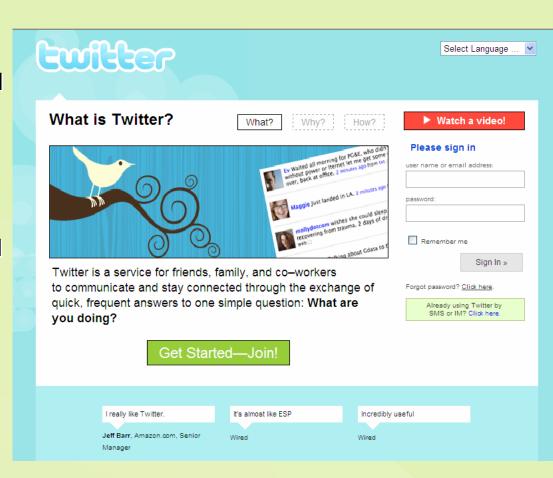
Further Research:

- Investigating social media techniques to further motivate diabetes management
- Understanding potential barriers of this approach



Twitter

- Twitter is a free social networking and micro-blogging service that allows users to send "updates" (or "tweets"; textbased posts, up to 140 characters long) to the Twitter Web Site.
- Updates are displayed on the user's profile page and delivered to other users who have signed up to receive them.
- Users can receive updates via the Twitter Web Site, instant messaging, SMS, RSS, email or through an application



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CDC 2.0 in action: AIDS Personal PSA Project

The New Face of AIDS: A Mobile Media Experience

- In one day, teams using mobile devices created compelling video messages encouraging positive health decisions
- By end of day, teams produced one-minute New Face of AIDS personal PSAs that encourage young people to be tested for HIV
- On World AIDS Day,
 12/1/07, these AIDS PPSAs were pushed to mobile phone and Web users
- Expanding for HIV Testing Day in April 08



the project

project description official press release orientation agenda

the players

coordinating team remote producers mobile production teams documentary team

the technology

cameras - sony hc1000
mobile phones - samsung a990
computers - imac & powerbook g4
software - final cut pro, imovie, ichat
network - verizon wireless

weekly podcasts

episode 1 - download | subscribe download opens an mp3 on your computer subscribe works with itunes to auto-download new podcasts as they are published

HIV/AIDS communication

Aids Research Consortium of Atlanta (ARCA)
Philadelphia FIGHT
The Henry J. Kaiser Family Foundation
CDC e-Health Marketing Division

about philly

Independence historic district Philadelphia public transportation

From more information, see: http://www.nmi.uga.edu/aids_ppsa

Sponsored by the University of Georgia, Kaiser Family foundation, Verizon, AIDS Research Consortium of Atlanta, Philadelphia FIGHT, CDC

Mobile Texting



February 28-March 1, 2008 Stanford University, Palo Alto, California

- A gathering of experts in health, behavior change and mobile technology
- A premiere conference on how mobile text messaging can promote better health
- Co-sponsored by CDC, Institute for the Future, others
- Copies of presentations: www.Texting4Health.org

Integrating eHealth Efforts: Seasonal Flu - 2007



Get vaccinated.

Buttons



Virtual Worlds





Bloginar

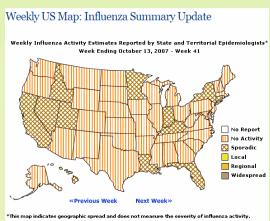


Mobile Alerts

L GOT
VACCINATED
DON'T GET FLU. DON'T SPREAD FLU.

WWW.cdc.gov/flu

Graphical Badge for Social Networks



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CDC 2.0

- eHealth Data Briefs
 - http://www.cdc.gov/healthmarketing/ehm/databriefs/
- eCards
 http://www2a.cdc.gov/eCards/index.asp
- Podcasts/RSS
 http://www.cdc.gov/podcasts
- Tagclouds
 http://www.cdc.gov/ToolsResources/index.html#tagcloud
- Blogs http://www.cdc.gov/healthmarketing/blog.htm
- Email Updates http://www.cdc.gov/emailupdates/
- Social Networks
 - My Space http://myspace.com/cdc_ehealth
- Virtual Worlds
 - Second Life http://secondlife.com (128, 128) (http://slurl.com/secondlife/CDC%20Island/128/128) Whyville http://www.whyville.net/smmk/nice

CDC 2.0

- Use of graphical images Link to CDC.gov http://www.cdc.gov/Other/link.html
- User-generated content sites
 You Tube http://youtube.com/cdcstreaminghealth
 Flickr http://flickr.com/cdc_e-health
- About CDC.gov <u>http://www.cdc.gov/Other/about_cdcgov.html</u>
- CDC.gov Widgets
 http://www.cdc.gov/widgets
- Virtual tour of CDC.gov –
 http://www.cdc.gov/vrtour.html
- New Media Campaigns
 - Seasonal Flu 2007 –
 http://www.cdc.gov/healthmarketing/ehealth_fluseason.htm
 - World AIDS Day & HIV Testing –
 http://www.cdc.gov/healthmarketing/ehealth_wad2007.htm

Contact Information

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Division of eHealth Marketing
National Center for Health Marketing
CDC

www.cdc.gov/healthmarketing